Subject: Making W3d into tiles?
Posted by boma57 on Tue, 09 Sep 2003 02:45:29 GMT

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In Level Edit, select the "Tiles" folder, and hit "Add" (Hit "Temp" instead if you plan on making your map a .mix map). When this pops up, give it a name and fill out the various properties and everything, putting the .w3d file in the box that asks for the Model.